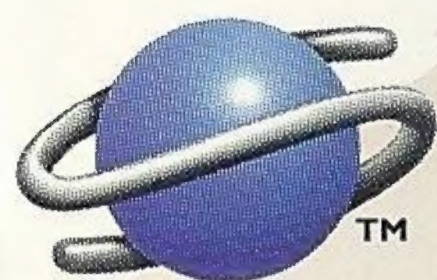


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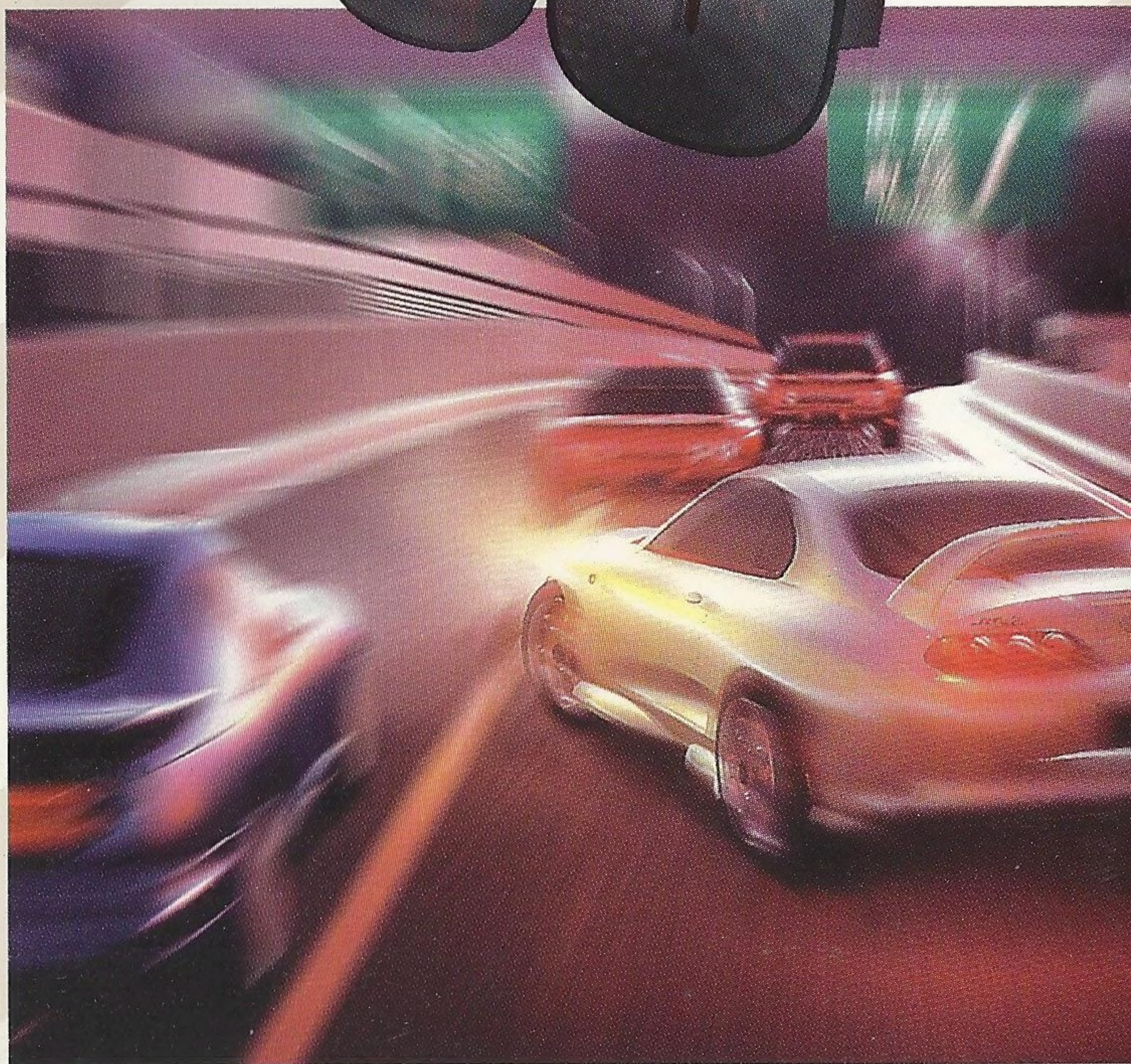
High Performance on the Highway!

NATSUME® *Serious Fun™*



SEGA SATURN™

# HIGHWAY 20000™



T-31101H

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.





# **WARNINGS**

## **READ BEFORE USING YOUR SEGA SATURN EPILEPSY WARNING**

A very small percentage of individuals may experience epileptic seizures when exposed certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may include previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

### **HANDLING YOUR SEGA SATURN DISC:**

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft, dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

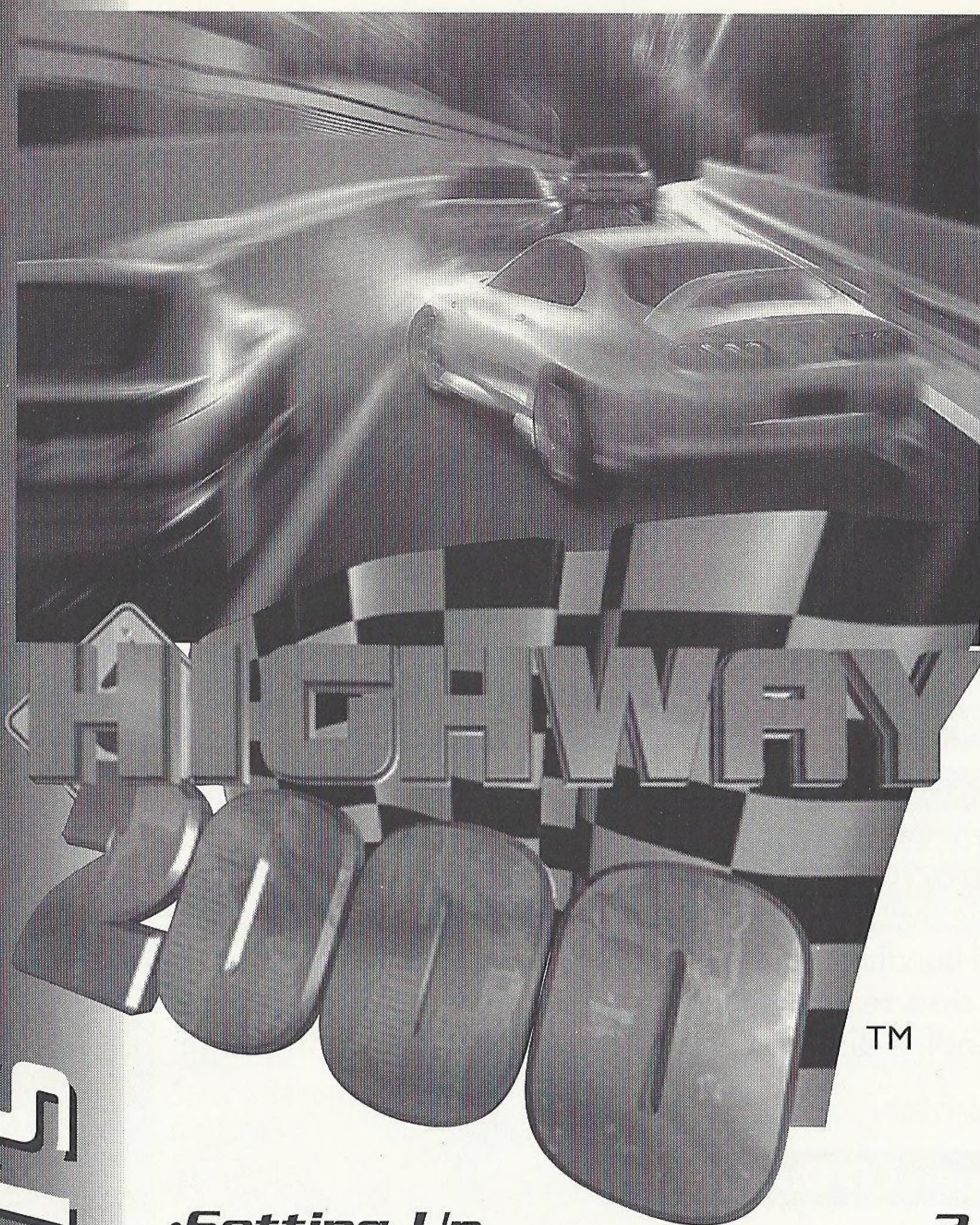


The official seal is your assurance that this product meets the highest quality standards of SEGA™

Buy Games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.



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# SETTING UP

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

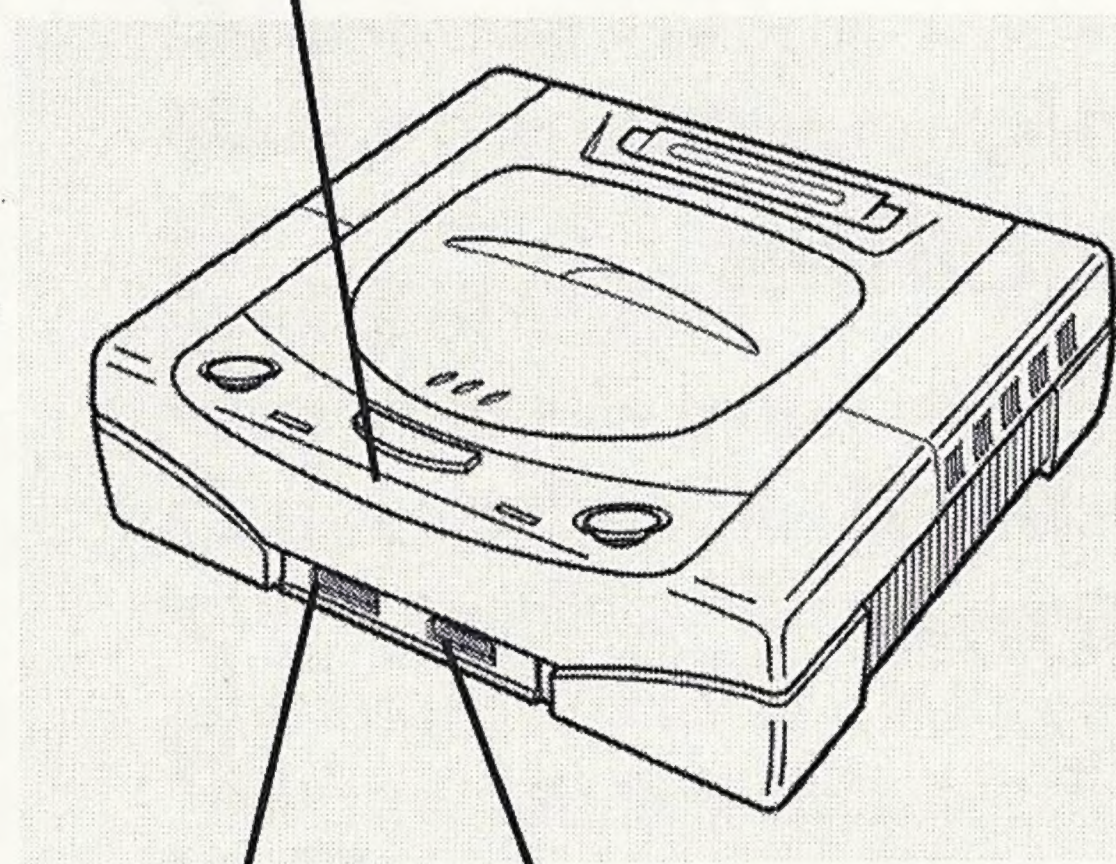
**Note:** Highway 2000 is for one or two players. Place the Highway 2000 disc, label side up, in the well of the CD tray and close the door.

2. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

3. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

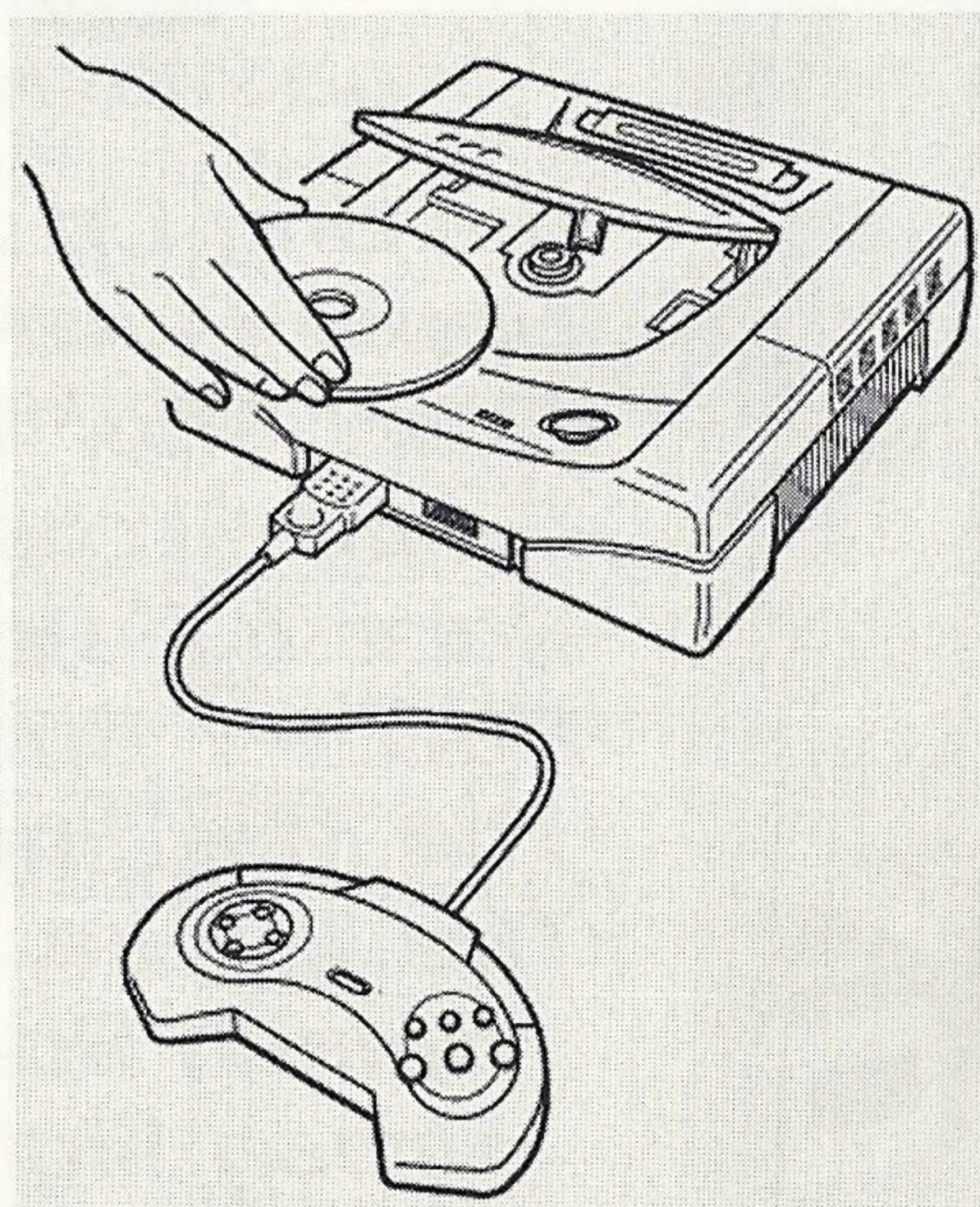
**Important:** Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Open CD Door



Control Pad 2

Control Pad 1



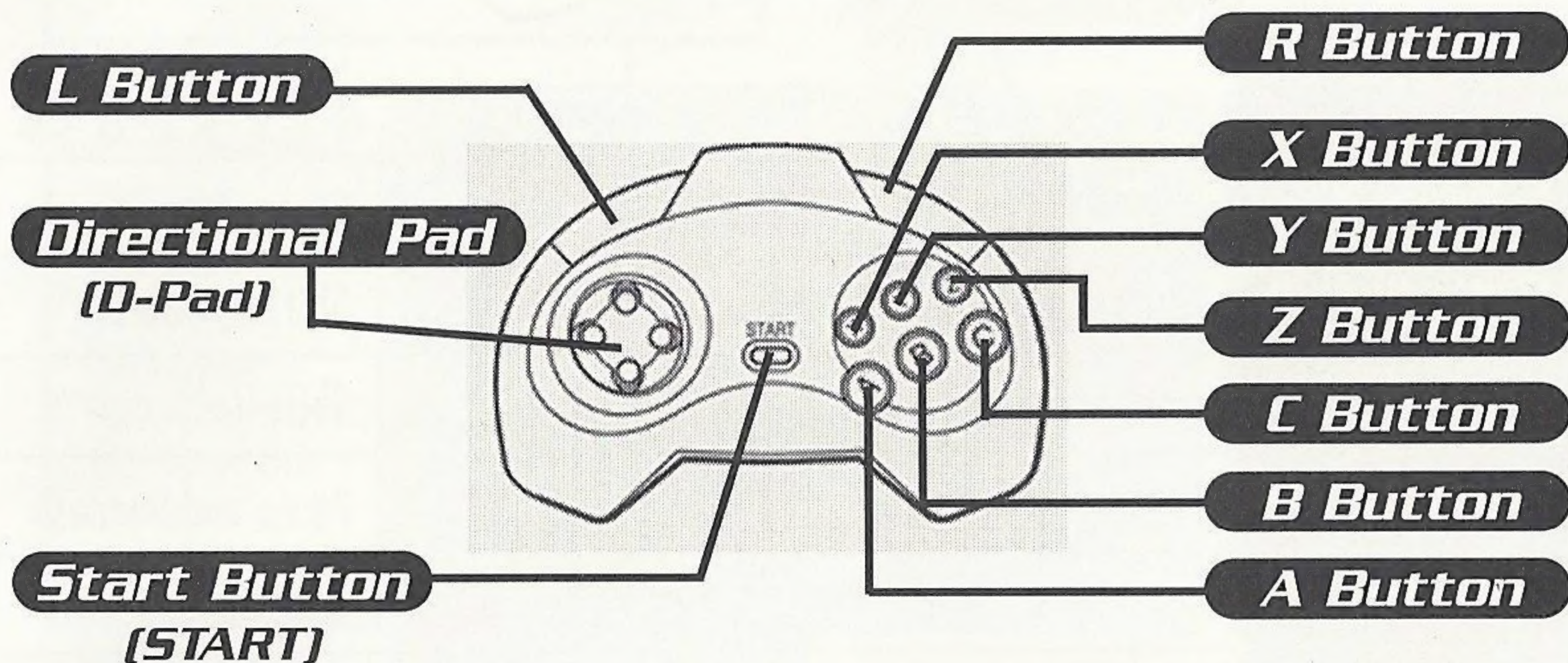
This product has been rated by the entertainment Software Rating Board. For informatiuvon about the ESRB ratiiong, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772



# GAME CONTROLS

There are three different configurations to choose from for the control of your high performance racing machine. Type 1 is a standard set-up with acceleration on the outside and brakes on the inside. Type 2 allows you to shift with the D-Pad. Type 3 is identical to Type 1, only with acceleration and braking switched.

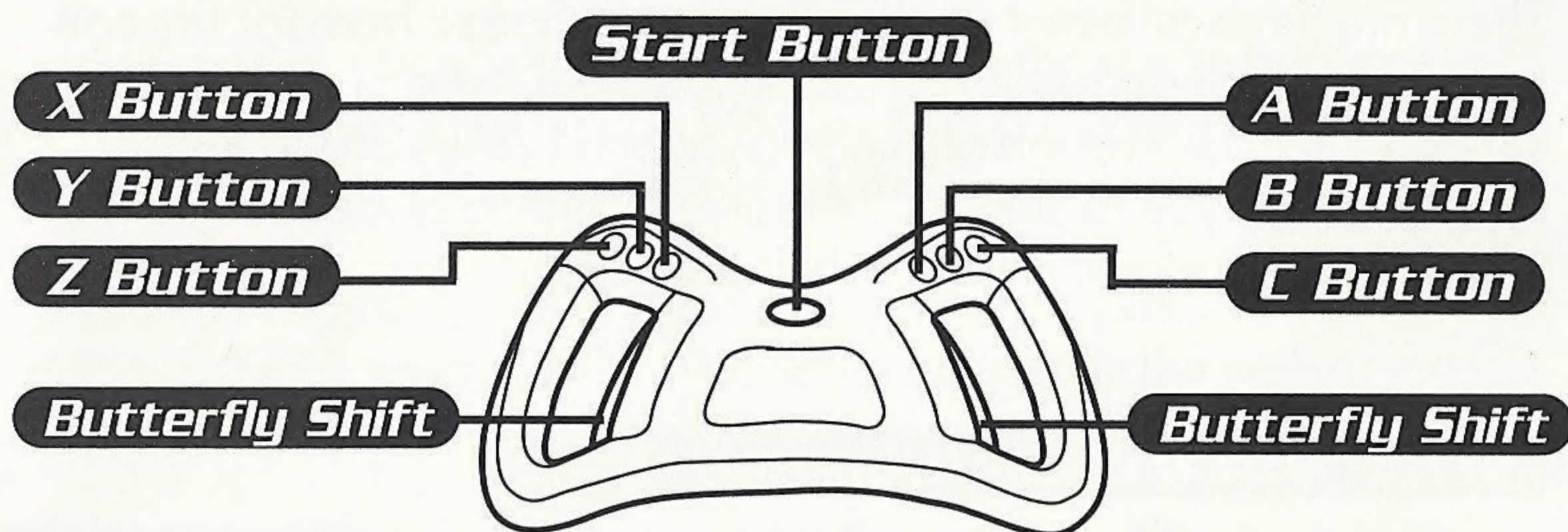
## SEGA SATURN CONTROL PAD



|                     | TYPE 1                    | TYPE 2                   | TYPE 3                |
|---------------------|---------------------------|--------------------------|-----------------------|
| <b>D-Pad</b>        | Steer your racing machine | Steer, shift up and down | Steer left and right  |
| <b>Start Button</b> | Pause                     | Pause                    | Pause                 |
| <b>A Button</b>     | Not used                  | Not used                 | Not used              |
| <b>B Button</b>     | Hit the brakes            | Hit the brakes           | Accelerate            |
| <b>C Button</b>     | Accelerate                | Accelerate               | Accelerate            |
| <b>X Button</b>     | Not used                  | Not used                 | Not used              |
| <b>Y Button</b>     | Zoom out from the car     | Not used                 | Zoom out from the car |
| <b>Z Button</b>     | Zoom in on the action     | Not used                 | Zoom in on the action |
| <b>L Button</b>     | Shift down                | Zoom out from the car    | Shift down            |
| <b>R Button</b>     | Shift up                  | Zoom in on the action    | Shift up              |



# GAME CONTROLS



|                              | TYPE 1            | TYPE 2            | TYPE 3            |
|------------------------------|-------------------|-------------------|-------------------|
| <b>Steering Wheel</b>        | Steers Car        | Steers Car        | Steers Car        |
| <b>Butterfly Shift Left</b>  | Shift Down        | Shift Down        | Shift Down        |
| <b>Butterfly Shift Right</b> | Shift Up          | Shift Up          | Shift Up          |
| <b>Start Button</b>          | Pause and Unpause | Pause and Unpause | Pause and Unpause |
| <b>A Button</b>              | View Up           | _____             | View Up           |
| <b>B Button</b>              | _____             | Brake             | _____             |
| <b>C Button</b>              | Accelerate        | Accelerate        | Brake             |
| <b>X Button</b>              | View Down         | Accelerate        | View Down         |
| <b>Y Button</b>              | _____             | _____             | _____             |
| <b>Z Button</b>              | Brake             | View Up           | Accelerate        |

## Start Your Engines

Now that you know the controls, you're ready to get out onto the highway. There are three racing modes to choose from, and a set of options. You can race through a full season, check out your time on the tracks or challenge a fellow racer.



- TOURNY** Race against computer-controlled cars through a series of highway courses.
- TIME** Learn the ins and outs of all five courses and beat the clock.
- BATTLE** Challenge a friend to a split-screen race on any of the courses.
- OPTION** Select level of difficulty, number of players and sound options.



# GAME SCREEN

As you race for top position through the highway courses, you'll be able to check on your progress with various stats and graphics on the screen. Here's a rundown of all the info you'll need to compete.

## Position

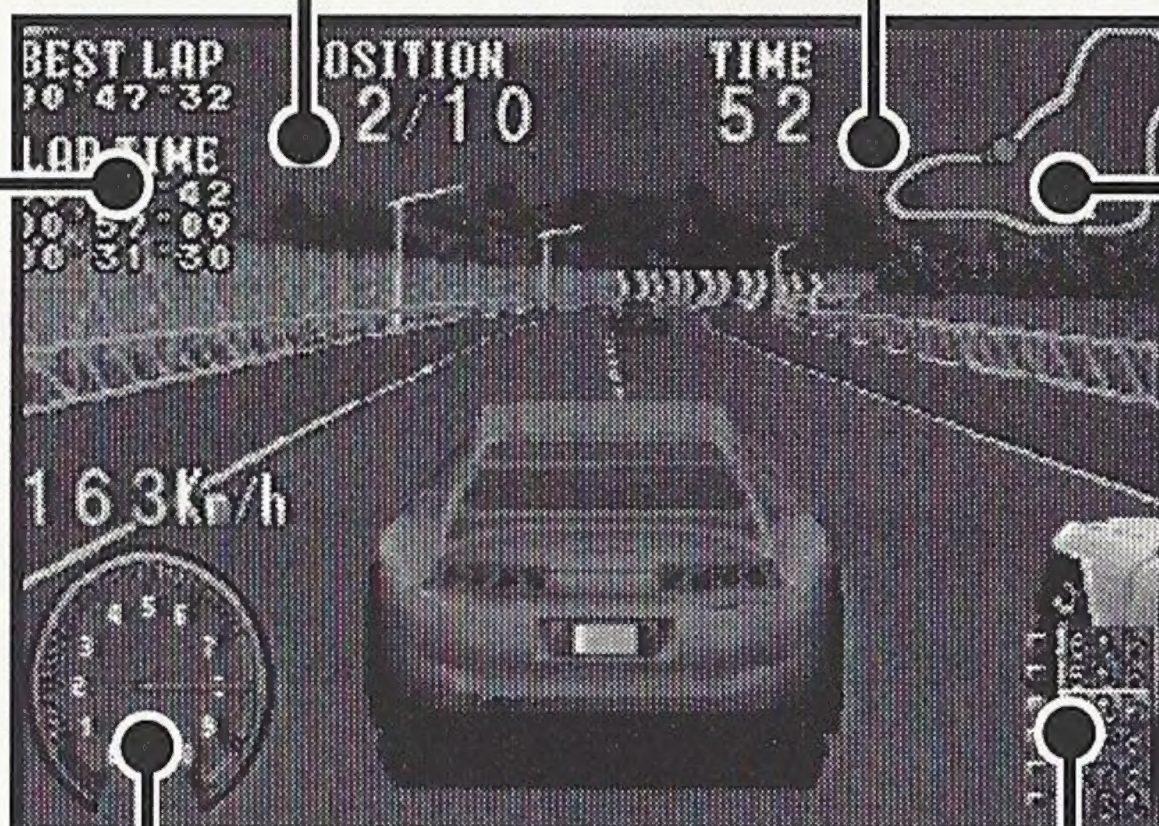
This stat lets you know your current position and the size of the field.

## Time Left

The Time Left clock ticks down the number of seconds remaining to reach the next check point.

## Lap Times

This meter lets you know how quickly you have gone through a single lap of the course.



## The Track

This diagram outlines the courses and indicates your current position with a moving dot.

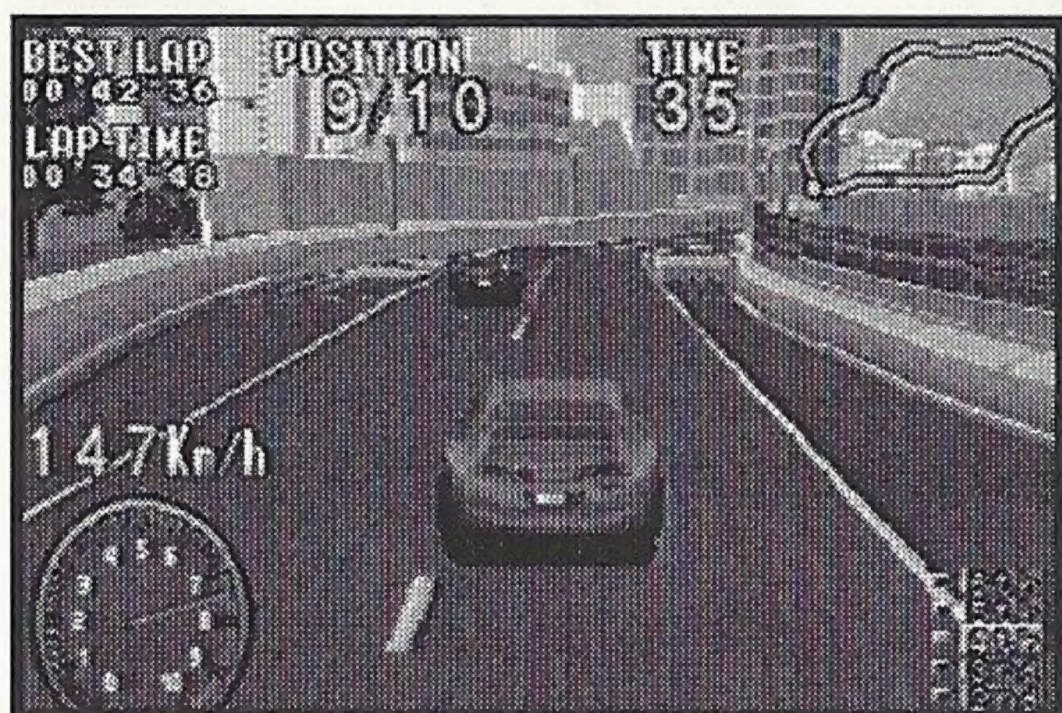
## Tachometer

The Tachometer lets you know how hard your engine is working so that you can shift as needed.

## Gear

Your car's current gear is shown here. You may want to shift down for tight curves.

## CHOOSE YOUR VIEWS



The far away view lets you see a lot of the track and oncoming cars.



This view centers on your machine and the track ahead.

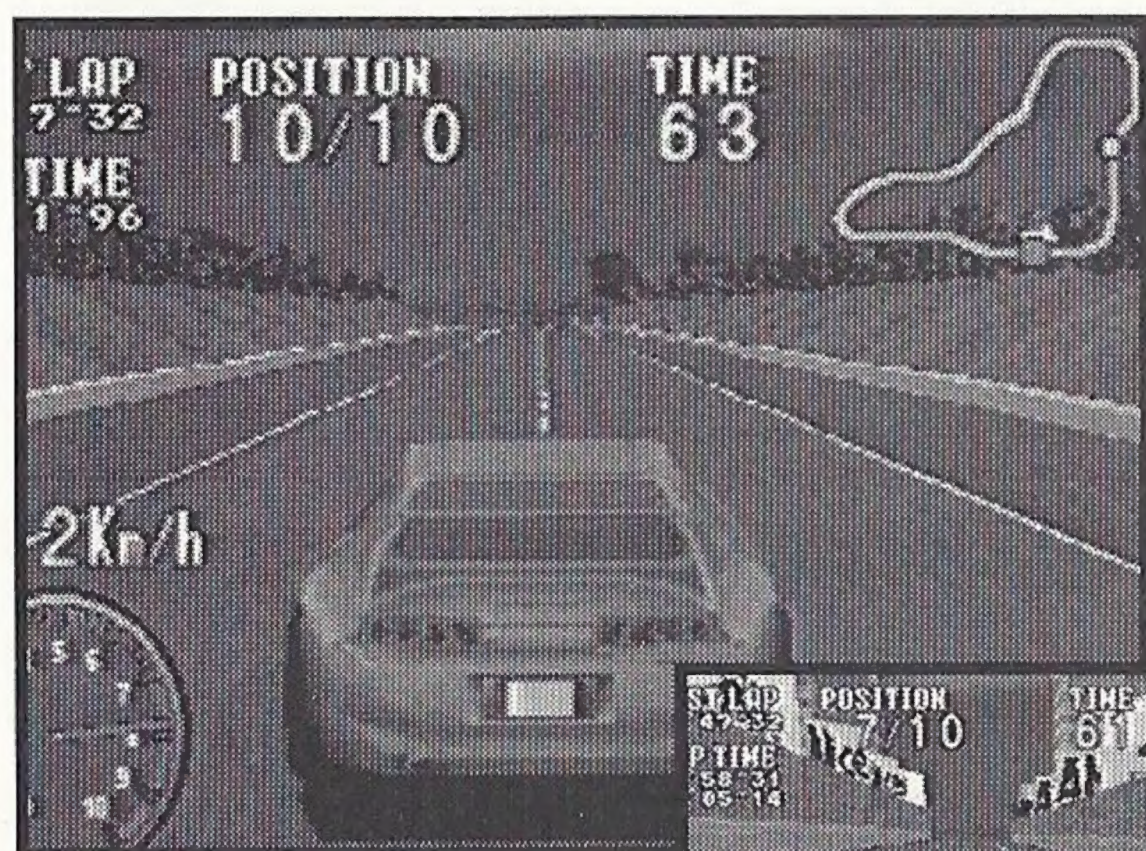


The driver's seat view puts you right into the action.



# TOURNAMENT

When you're ready to race, you can take your machine onto the road for the ultimate highway racing circuit. The race begins on the Splash Road Highway. If you finish in the top three, you'll move on to more glory and more challenging courses.



Your car starts at the back of the pack. This is your opportunity to show your competitors that you mean business. If you know the track, you could be on your way to victory.



## Go for Top Three



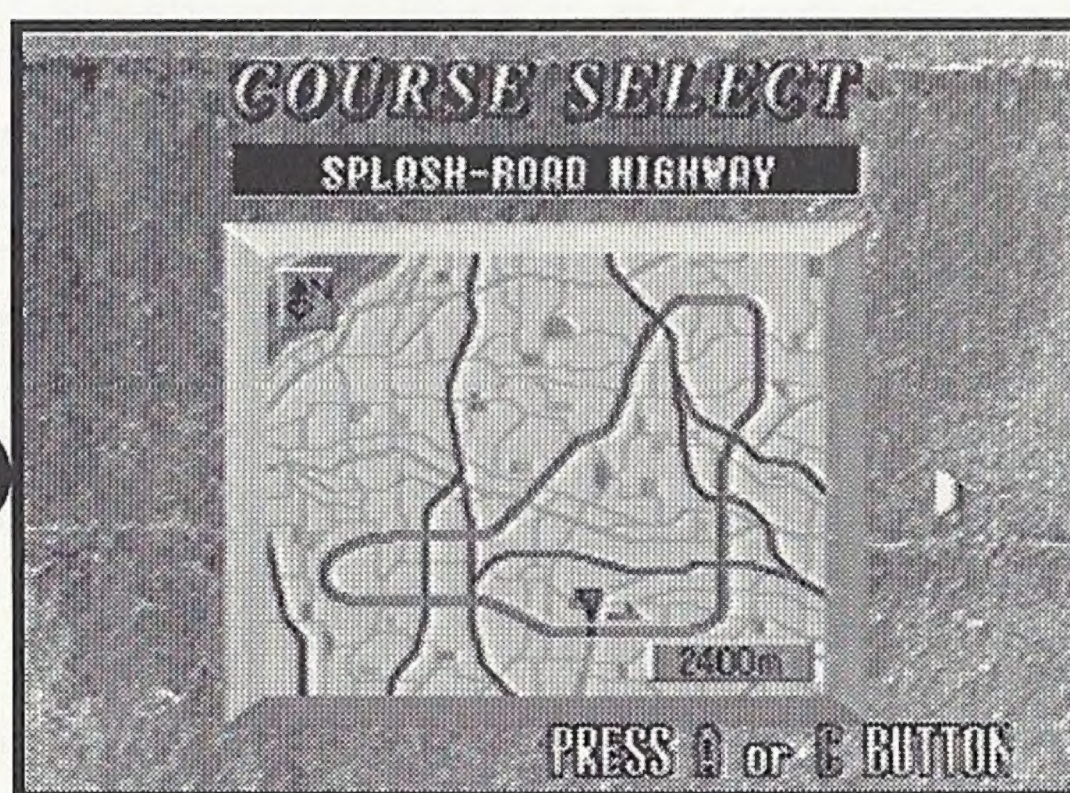
If you finish in one of the top three positions, you'll move on to the next course. If you don't, you'll stay where you are.

# TIME TRIALS

Before you race, you should get to know the tracks. You can cycle through the five highway courses by pressing left and right on the D-Pad.

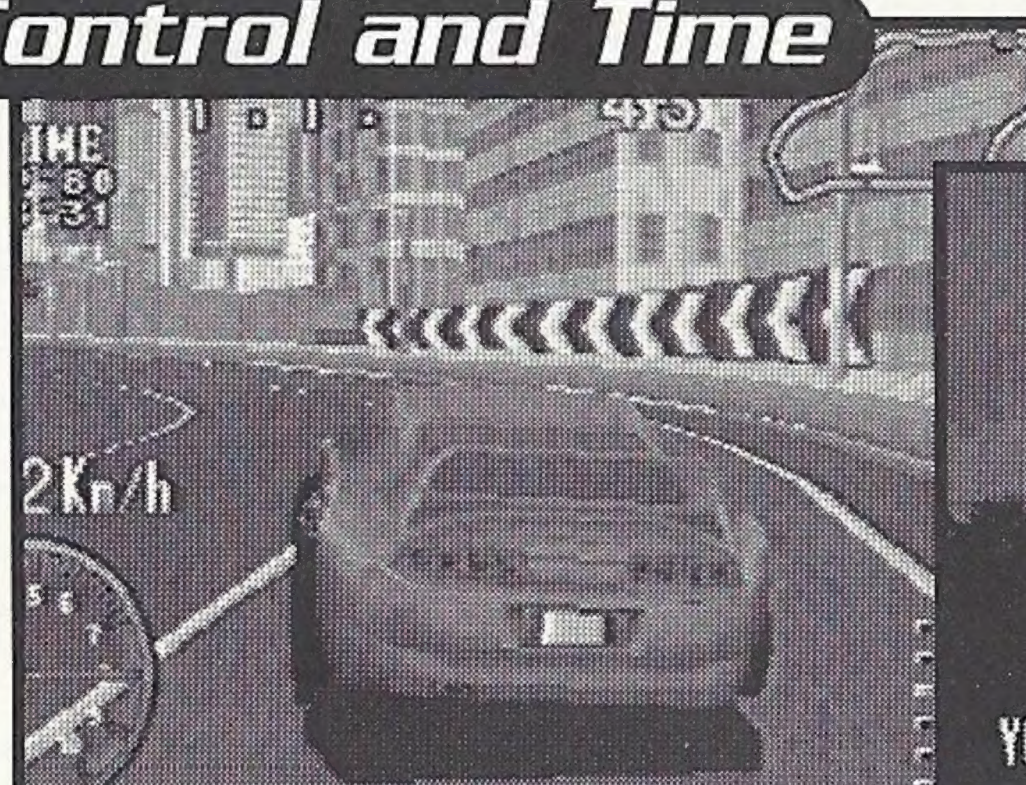
## Know the Courses

Before you race for real, you should spend some time on every course. Then, you can join the race with a strong strategy and course knowledge.



## Improve Control and Time

Practice makes a good driver into a highway champion. With every time trial lap, you will improve as a world class racer.



| T.T. RESULT                                  |          |
|--|----------|
| 1ST LAP                                      | 00:51'28 |
| 2ND LAP                                      | 00:44'62 |
| 3RD LAP                                      | 00:45'84 |
| TOTAL  | 02:21'74 |
| MAX SPEED                                    | 251km/h  |
| CONGRATULATIONS<br>YOU BREAK THE 4TH RECORD. |          |





## BATTLE

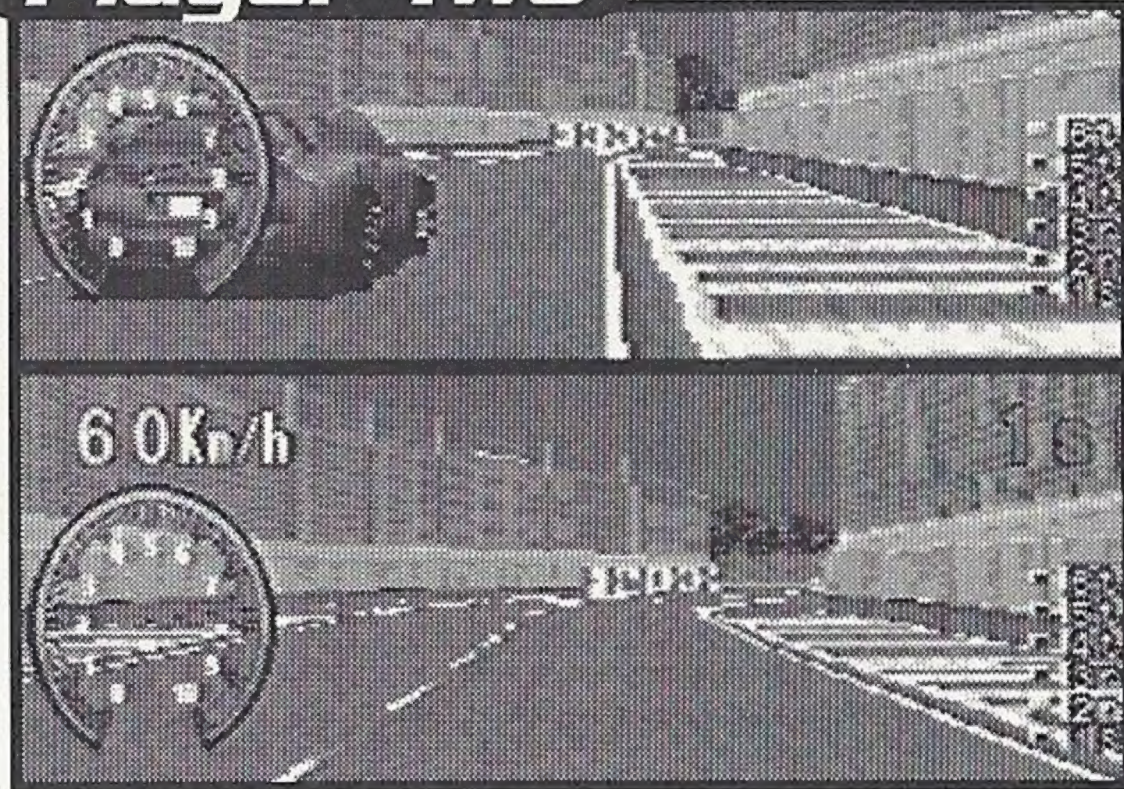


The Battle Mode allows for you to take on a friend in a no-holds-barred race to the finish. The action is shown in a split screen with Player One at the top of the screen and Player Two at the bottom. The object is to cross the finish line before your opponent. If you drive smart and tough, you'll win.

### Player One



### Player Two



## OPTIONS



The Option Mode allows you to customize the game to the way that you want to play. This is where you can adjust the level of difficulty, choose from the three different controller configurations, change the audio and take a listen to the various sounds of the game. After you set up, you can hit the road running.



### Level

The three levels of difficulty affect the allotted time for each lap and toughness of your competitors. You should start easy, then move on.

### Control

This option allows you to select from the three different control types for both players. Choose what feels right for you.

### Audio

If your entertainment system is equipped with stereo, you can take advantage of this super sound option.

### Mission

This option allows you to play the game with one or two racers.

### Sound Test

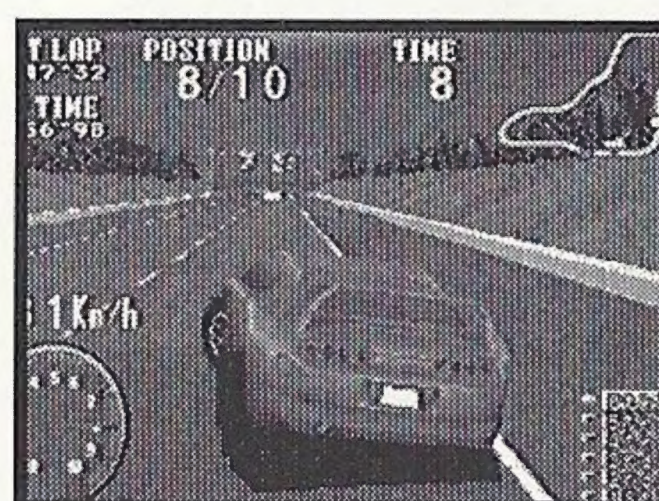
Take a listen to the background music, sound effects and voice samples before you hit the road.



# THE MACHINES

You have three racing machines to choose from. They vary in maximum speed, acceleration, handling and grip on the road. Select the car that best suits your driving style and strategies. You'll probably want to

start with the well-balanced Rapid Fire, then switch to the high maximum speed of the Mad Viper or the amazing acceleration of the Dark Nebula.



## Mad Viper

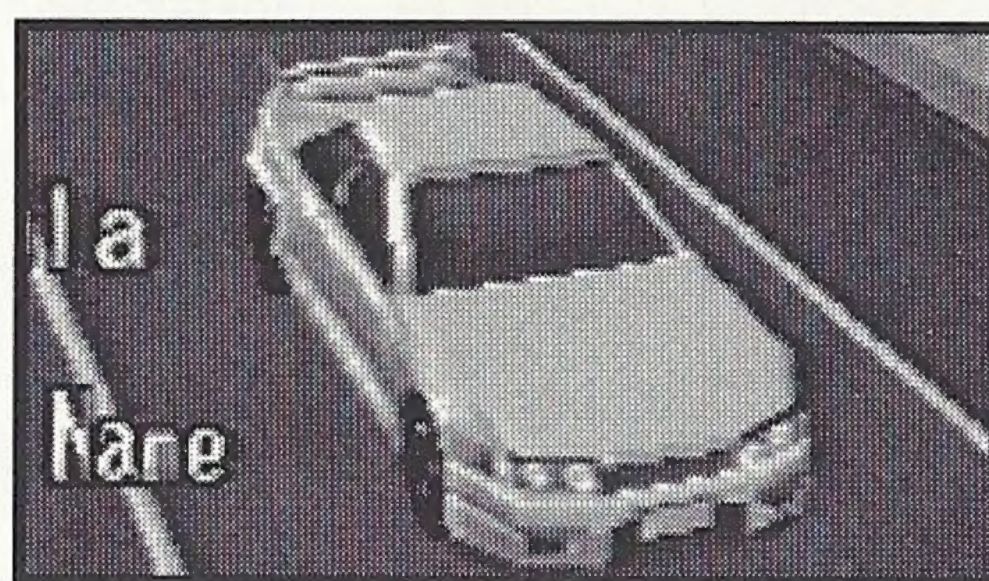
The sturdy Mad Viper has excellent speed and handling. It is perfect for a course with a lot of straight sections and soft curves.



| Specifications |             |
|----------------|-------------|
| SPEED          | <div></div> |
| ACCELERATION   | <div></div> |
| HANDLING       | <div></div> |
| GRIP           | <div></div> |

## Dark Nebula

Flying off of the starting line like a comet, the Dark Nebula has great acceleration, but it tops out before the Mad Viper.



| Specifications |             |
|----------------|-------------|
| SPEED          | <div></div> |
| ACCELERATION   | <div></div> |
| HANDLING       | <div></div> |
| GRIP           | <div></div> |

## Rapid Fire

This machine has good ratings in all categories and excels over the others in grip. It is the perfect machine to start with while you learn the tracks.



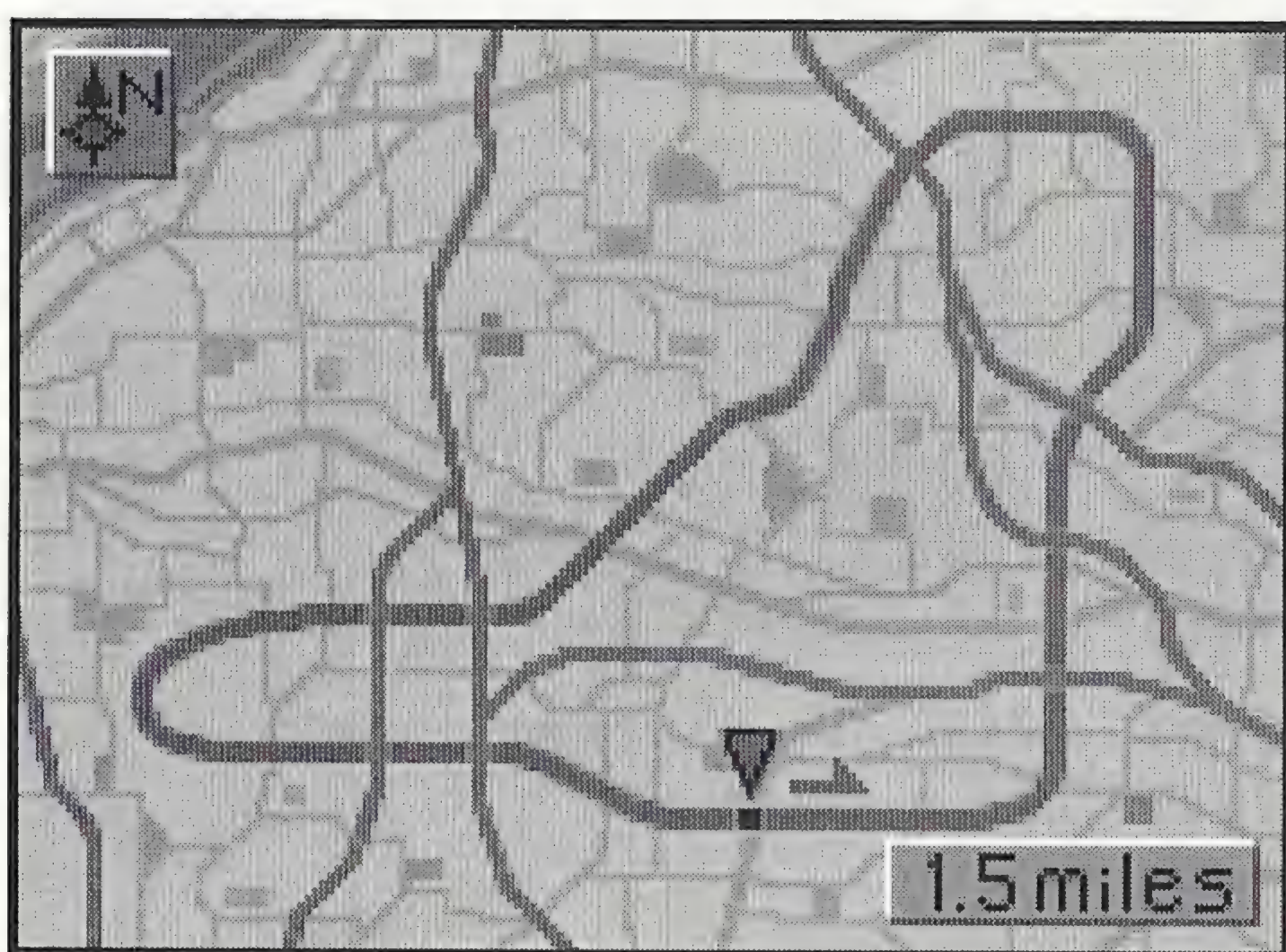
| Specifications |             |
|----------------|-------------|
| SPEED          | <div></div> |
| ACCELERATION   | <div></div> |
| HANDLING       | <div></div> |
| GRIP           | <div></div> |



# THE TRACKS

There are five challenging courses on the Highway 2000 circuit. You'll begin on the Splash Road Highway with long straight sections and a few tough curves. Then you'll move on to the tight Urban Sight Highway, the treacherous Wind Breath Highway, the scenic Bay Side Road Highway and the long Cross Rainbow Highway.

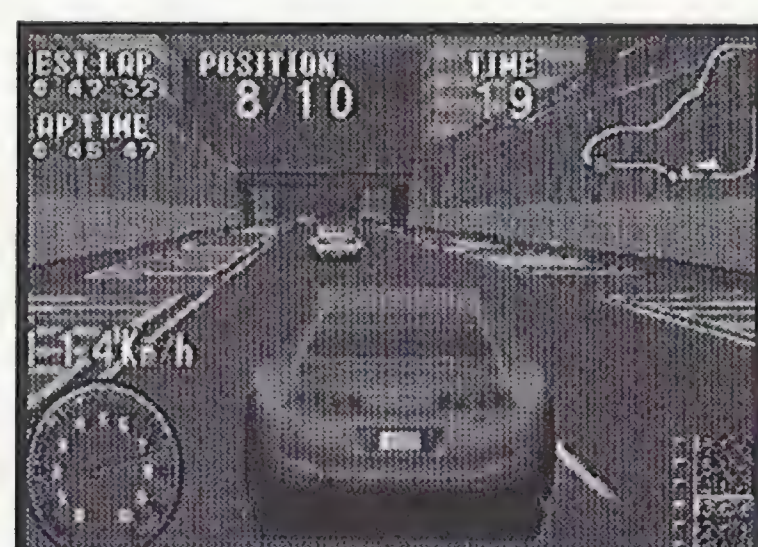
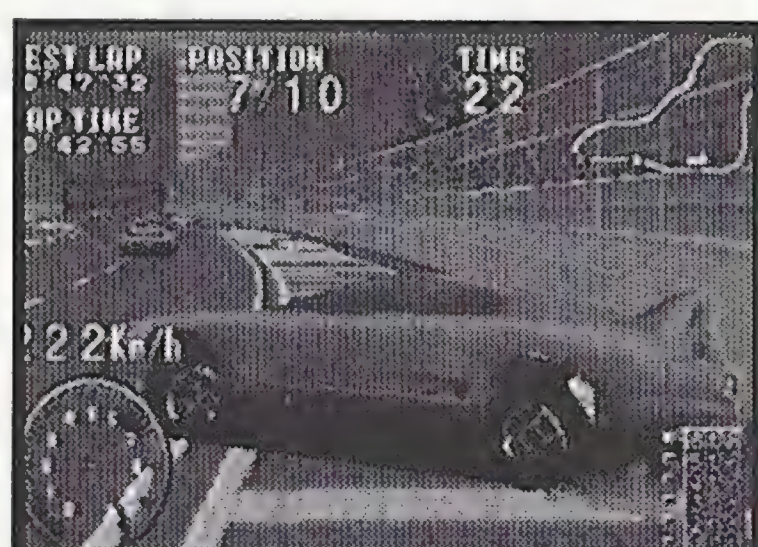
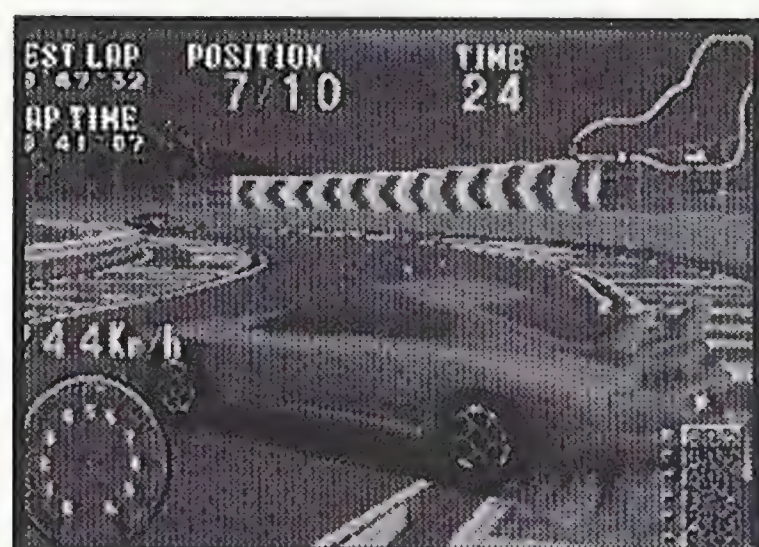
## Splash Road Highway



The Splash Road Highway is the cornerstone of the Highway 2000 circuit. It features some long, straight sections for flat out, maximum speed racing and a few incredible corners.

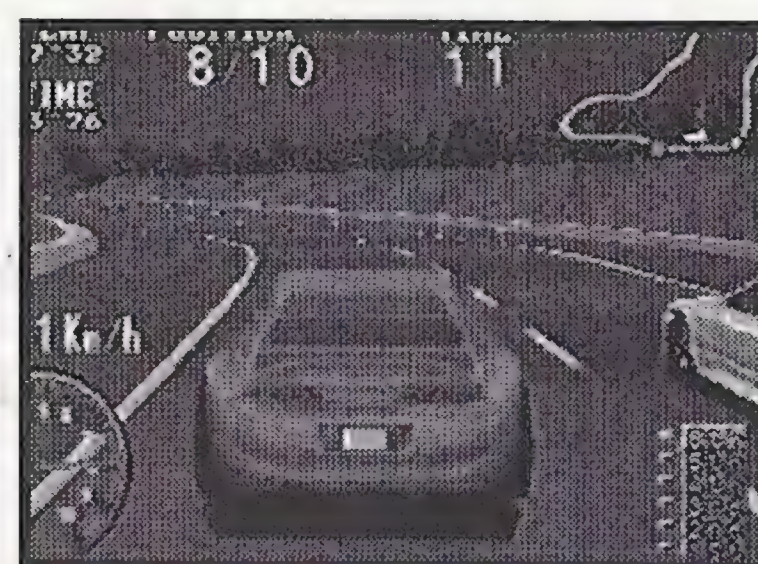
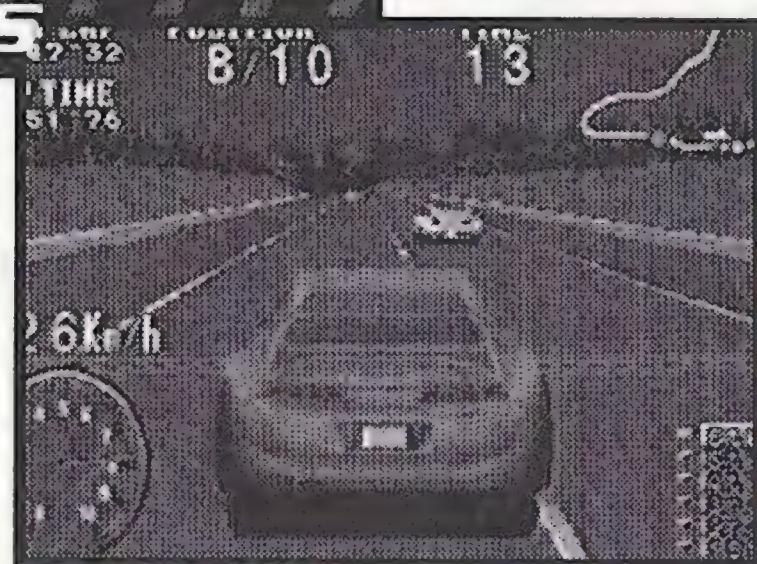
### Hairpin Corner

The toughest corner on the course is a full 180 degrees. You'll negotiate this one best by tapping on the breaks as you go into the curve for a four wheel slide.



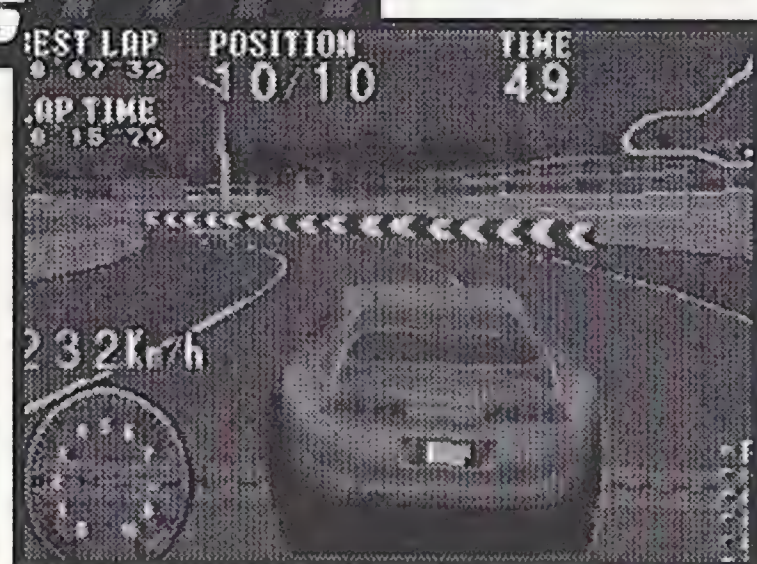
### Long Straights

There are several long straightaway sections on this course. Use them to put the pedal to the metal and pass by your competitors.



### Sharp Corners

In addition to the hairpin curve, there are a few other pretty sharp turns on this course. Work your way to the inside as you approach them, then let up on the accelerator.



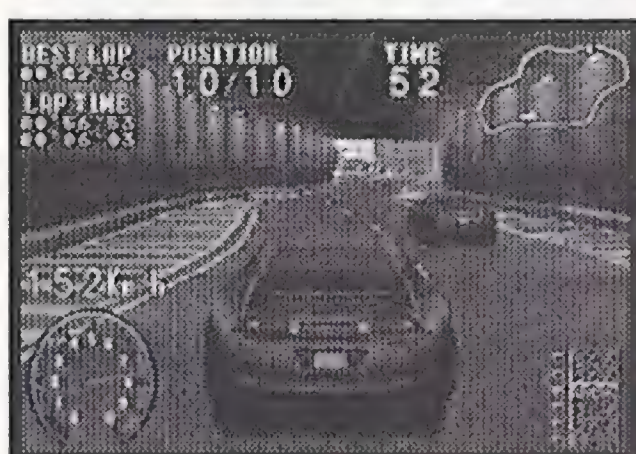


# Urban Sight Highway



The Urban Sight Highway is a short city course with a lot of soft curves and a tunnel in the middle. There are not a lot of straight sections. Your best chance for passing is before and after the tunnel. No matter how much you practice on this course, the dynamics really change in competition. You'll get the best time by bee-lining through the curves, but that may prove to be impossible in traffic.

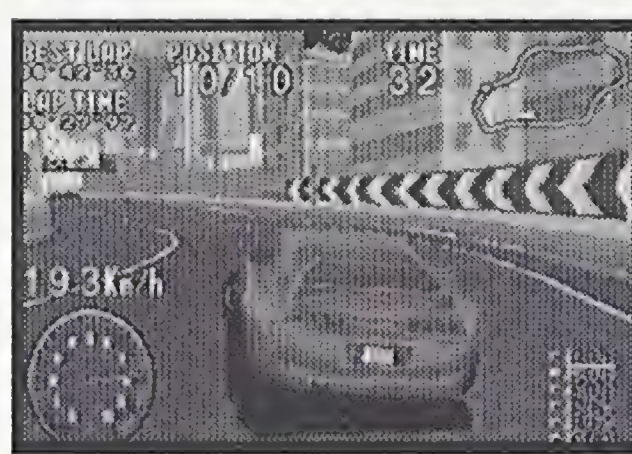
## Tunnel Trip



The narrow confines of the tunnel are not perfect for passing. Try to pass before or after

this stretch, then hold your ground underground.

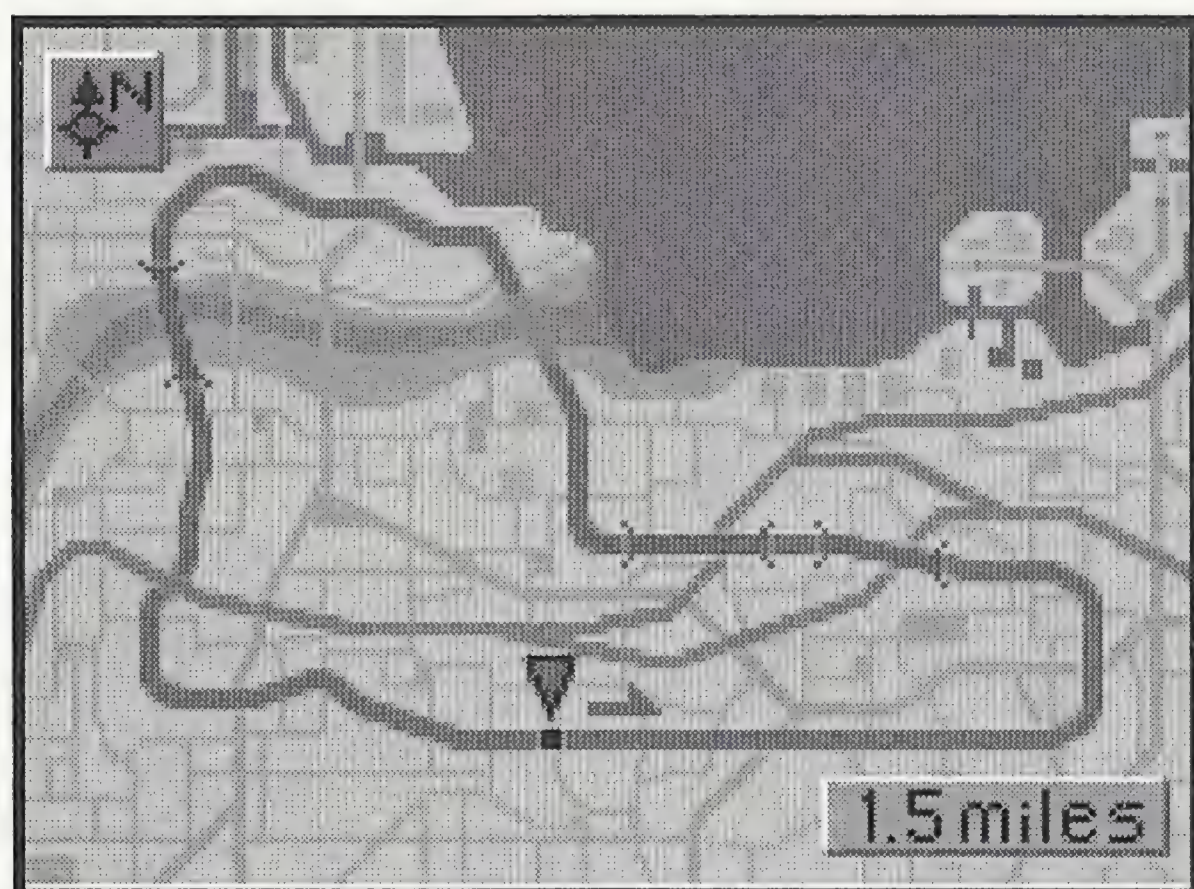
## Zigging and Zagging



There are plenty of quick left and right turns on this course. You'll do best by anticipating the

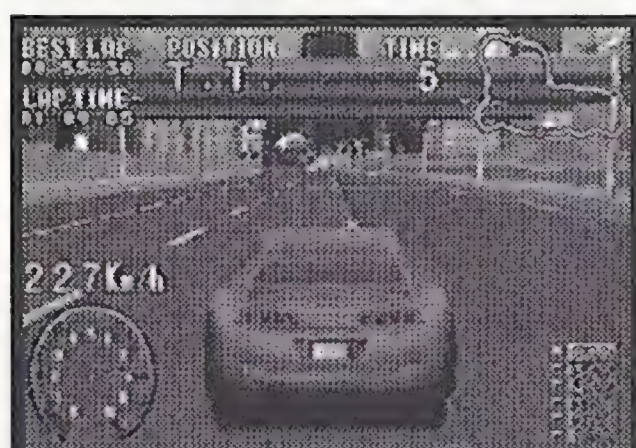
next curve and staying as straight on course as you can.

# Wind Breath Highway



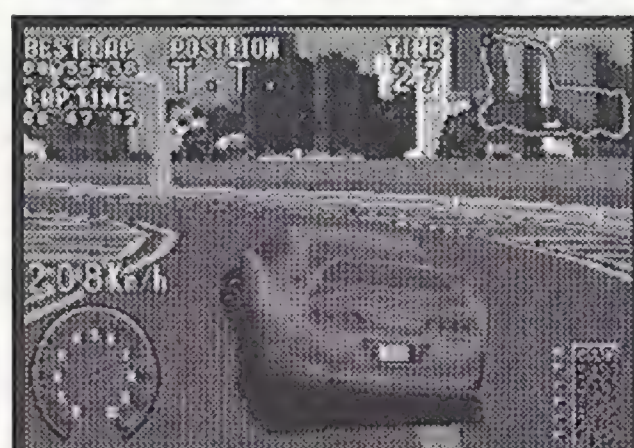
This course comes with a nice view of the water, a very long straight section, a lot of curves and a trio of bridges; something for everyone. Your best chance for success is to hold your position on the curves, then bolt into the straight section with as much speed as your machine can handle.

## Straightaway Catchup



The long straight section on the Wind Breath Highway is the perfect place to catch up to and pass other racers.

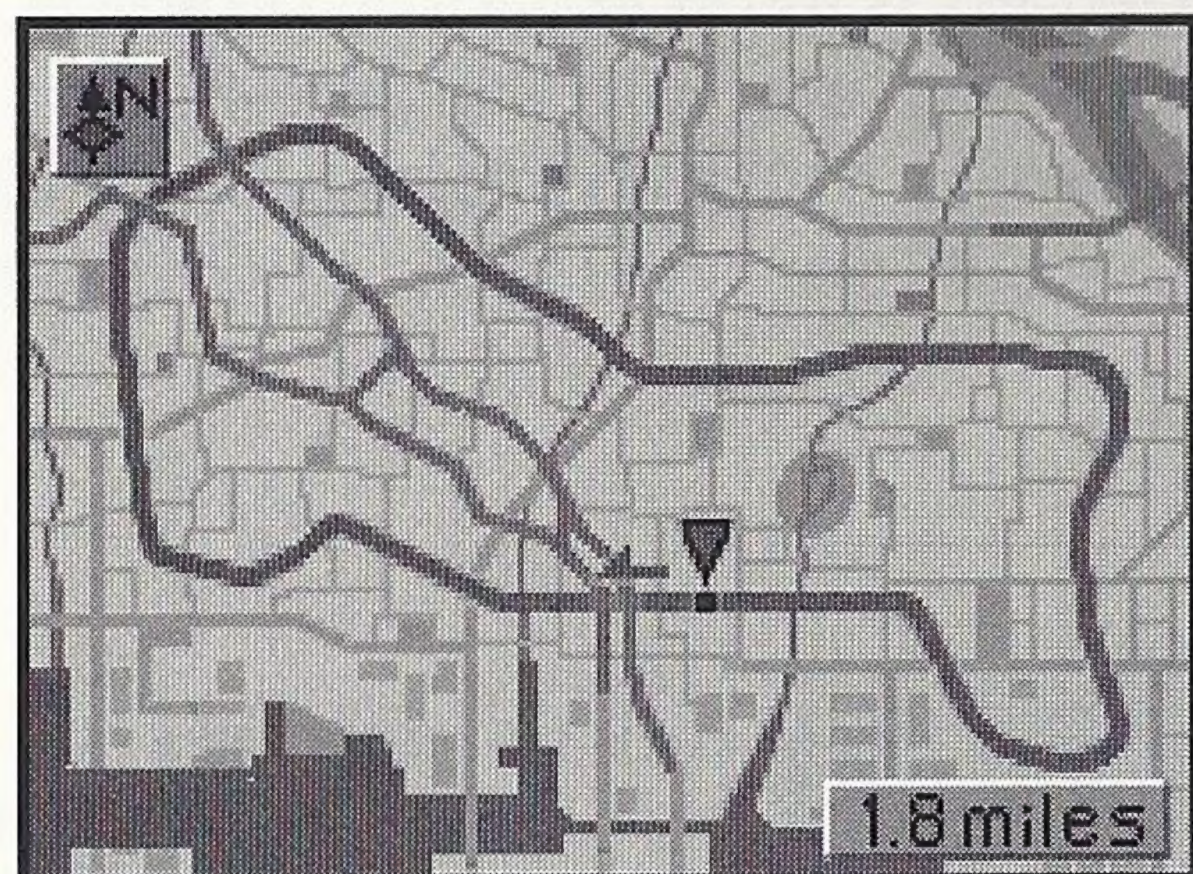
## Curves-a-Plenty



The big loop near the water is loaded with curves. Take it easy, anticipate the corners and keep your eye on the road.

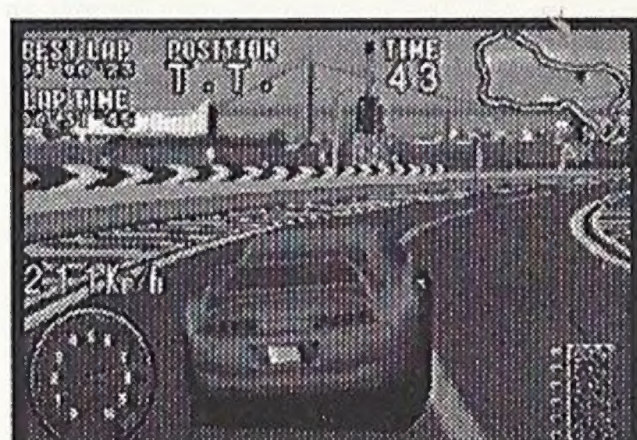


# Bay Side Road Highway



The second longest course on the Highway 2000 circuit is also one of the flat out fastest. It features several sections of fairly straight track and only a few tough turns. This highway is custom made for Mad Viper drivers who like to test the machine's maximum speeds. Of course, there is the matter of that 180 degree corner, but a good driver can four-wheel slide into that one without much trouble.

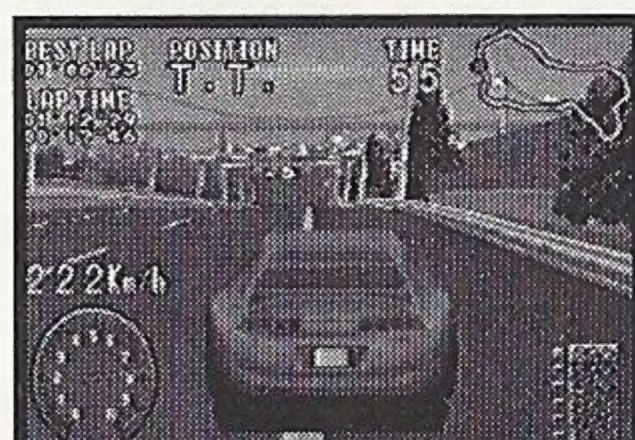
## Loose Corners



For the most part, the turns on the Bay Side Highway are loose and easy. Don't over turn

or you'll lose precious seconds while straightening out.

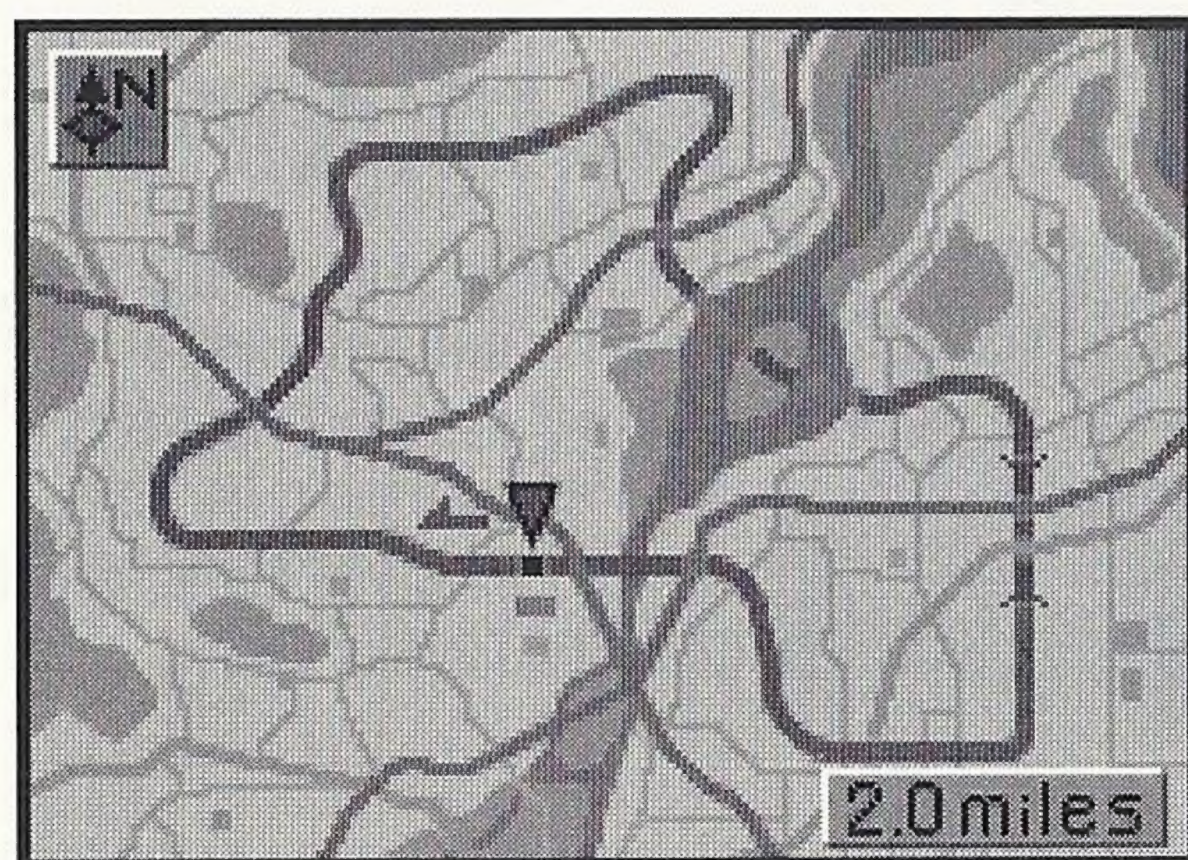
## Long Road



There are many passing opportunities on this long, straight course. Take the corners with

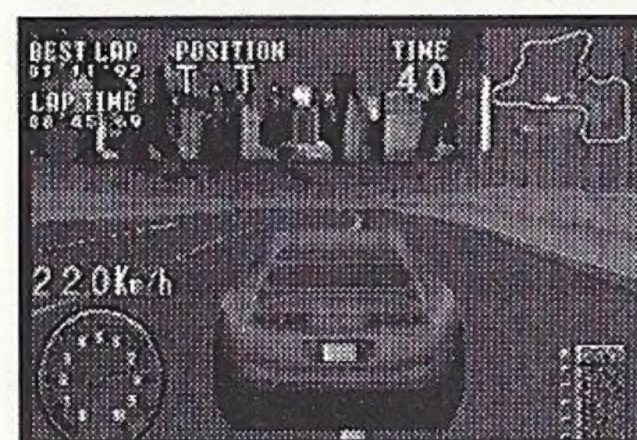
extra caution, then open it up on the straight sections.

# Cross Rainbow Highway



The Cross Rainbow Highway covers a lot of ground and has several dangerous sections. Since it is so long, this is a course of endurance. You can make a few mistakes in the early going and make up for the lost time with steady driving down the stretch. You'll benefit from a lot of practice on this course. It pays to know when the really tight corners are coming up and when you can open it up and pass.

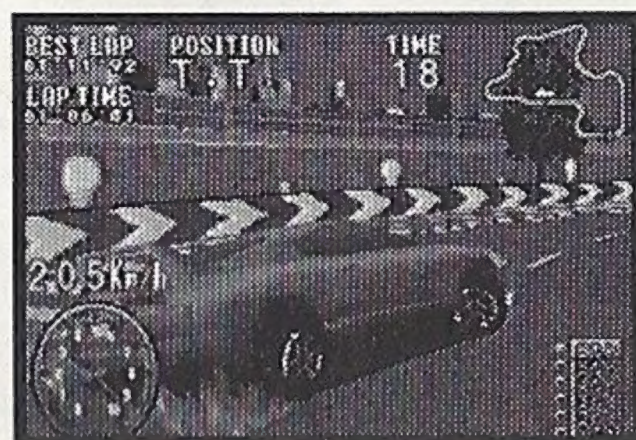
## Beware of Bridges



Bridges are narrow and dangerous. You should approach them with caution

and keep your position. You can pass later, on wider stretches.

## Corner Caution



This course has its share of tight corners. With practice, you can formulate the best

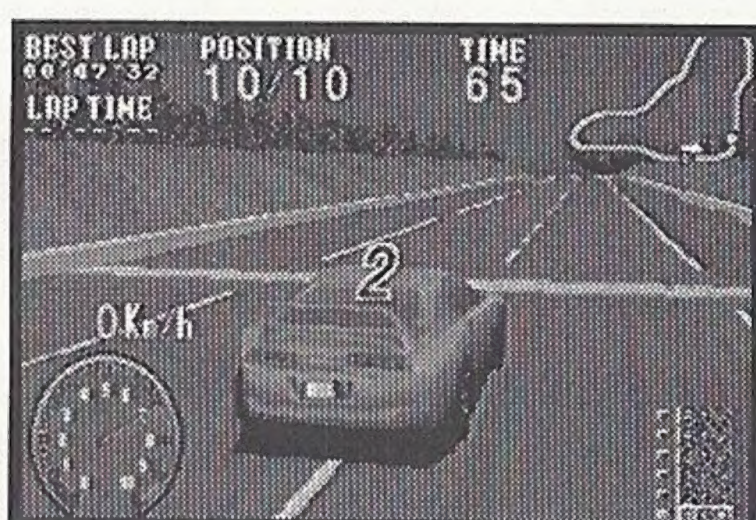
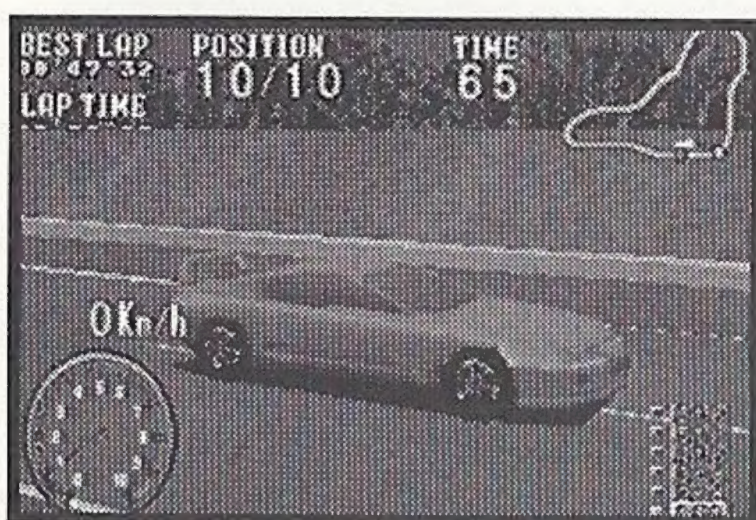
strategy for each turn. It pays to be careful and prepared.



# DRIVING TIPS

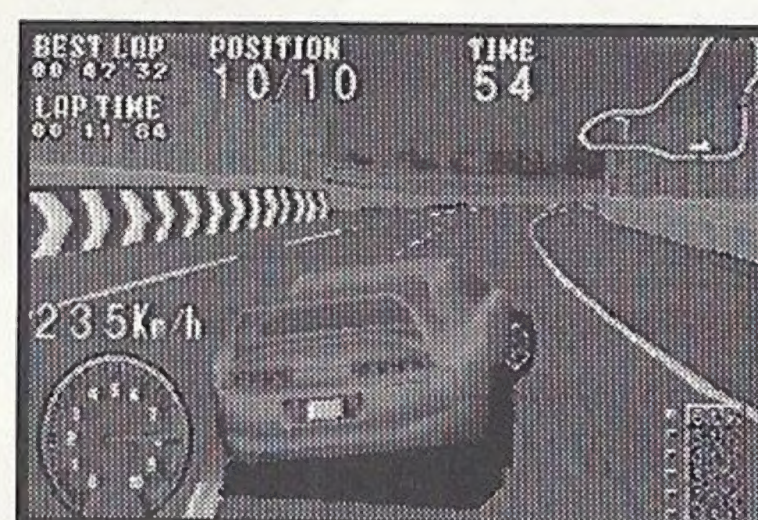
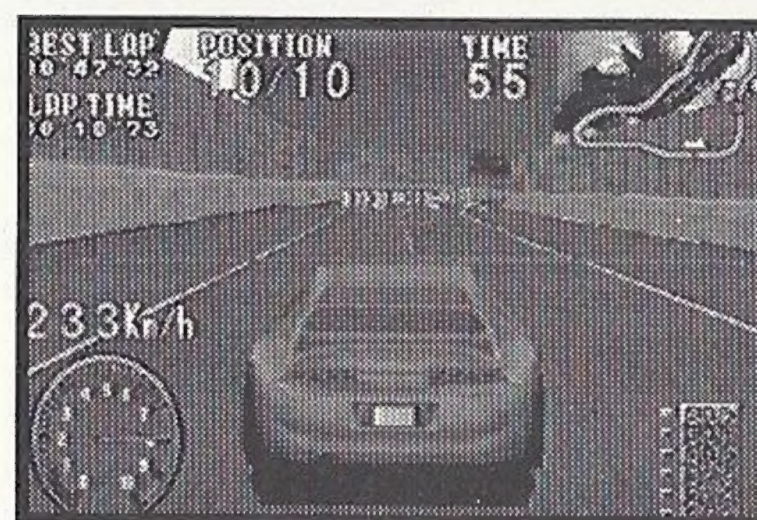
The best way to become a racing expert is through a lot of practice and knowledge of the courses. Here are a few more winning strategies that will help put you within the ranks of the champions. Use these tips in time trials, then show your competitors a few tricks of your own in the circuit.

## START FAST



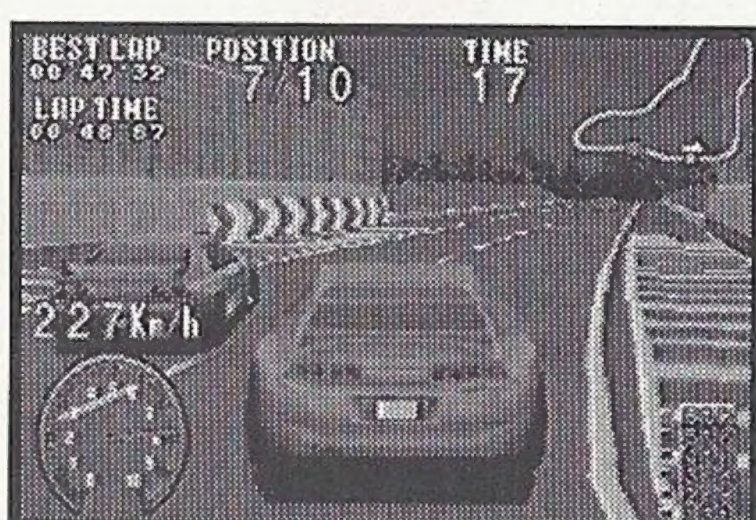
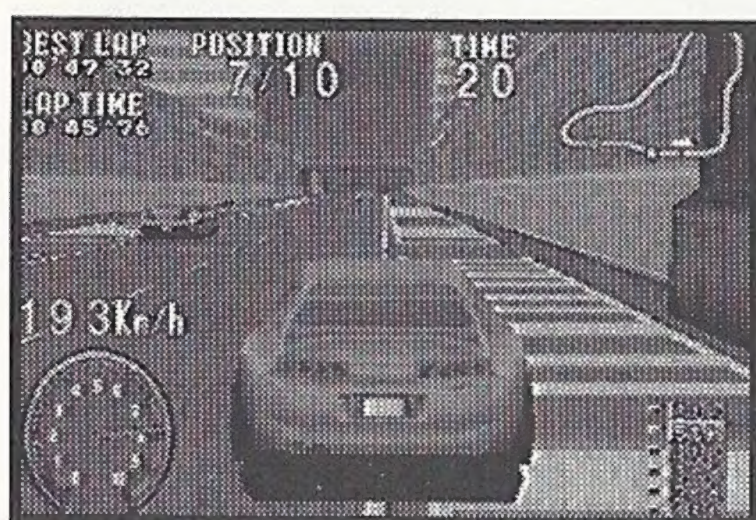
While the race is about to begin, rev your engine so that it cycles between 5 and 7 on the tachometer. Then let it rip when the green light shines.

## STEER CAREFULLY



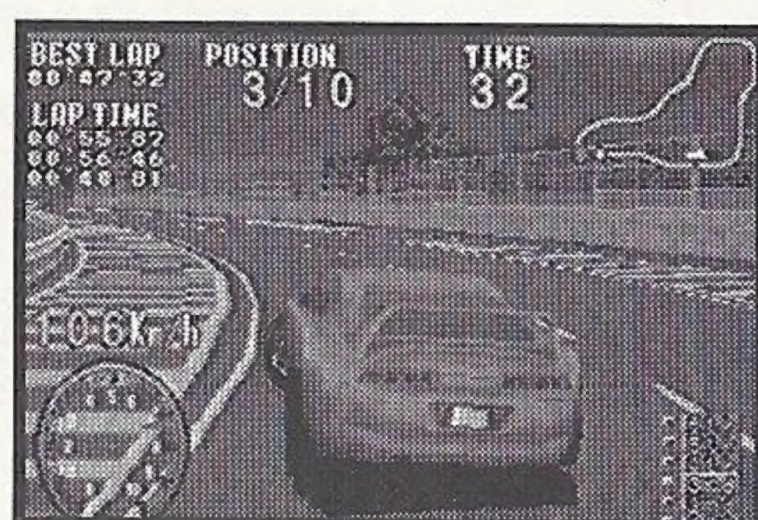
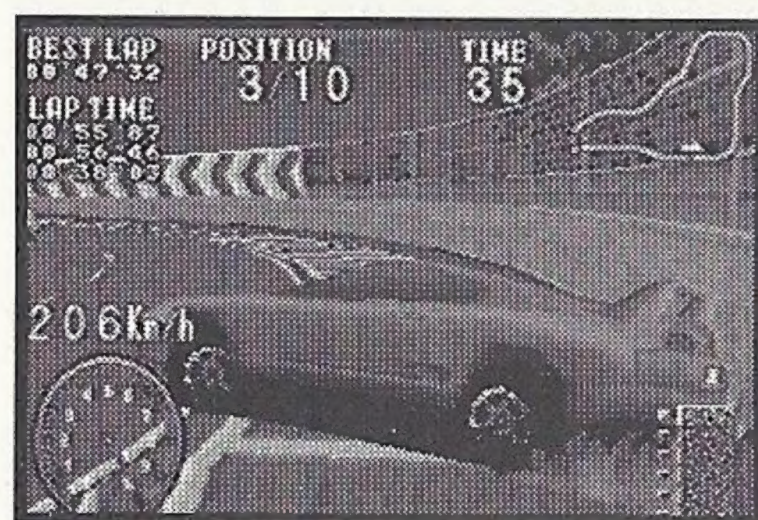
The steering in all three racing machines is very tight. It's easy to over correct after sharp turns. Make sure that you ease out of the turns with short taps to the D-Pad.

## PASS ON STRAIGHTAWAYS



The best passing strategy is to wait for and anticipate straight sections. When you get into an area with no curves, hit the gas and weave past the competition.

## FOUR WHEEL SLIDE



If you can keep momentum in sharp corners, you'll have a better chance for a record-breaking time. Tap gently once on the brake while entering the curve, then hold on and try to keep control.



# WARRANTY

*Natsume Inc. warrants to the original purchaser of this Natsume product that this game pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Natsume product is sold "as is" without expressed or implied warranty of any kind, and Natsume is not liable for any losses or damages of any kind resulting from the use of this product. If a defect covered by this warranty occurs during this 90-day warranty period, Natsume will repair or replace the game pack, at its option, free of charge. Send product postage paid, along with dated proof of purchase, to the address shown below.*

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*Serious Fun™*

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**1818 Gilbreth Road, Suite 229**

**Burlingame, CA 94010**

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